Our once peaceful land is being held in thrall by a warlock so powerful, he detects and destroys even the strongest opponents who enter his domain. But all is not yet lost, for an ancient prophecy speaks of a brave and cunning novice enchanter, someone insignificant enough to slip past the watchful warlock and conquer him by means of rudimentary magic and spells discovered during the quest.

Our only hope for the future is you. Should you succeed, a seat in the illustrious Circle of Enchanters shall be yours. But if you fail, our land will be subjugated to unimaginable doom forever. Farewell, brave enchanter; may your necromancy save the land and the prophecy prove true.

ENCHANTER

:If you truly are the one brave enough to face unspeakable peril · let your wizardly powers reveal our words ·

:Hear us ···
We, the Circle of Enchanters, have foreseen that a ruthless and powerful Evil may one day seize this land · Should that time arrive, we also foresee the coming of age of a young Enchanter, one whose heart and wits may triumph over the Warlock's dark necromancy · It is our hope that this Enchanter hears our words ·

:We cannot see your face through the mists of time, but this we know in truth ··· You are promising in magic but have not gained your full skills · That is as it must be, for the Warlock would recognize one of the Council of Elders and would sense the presence of a more powerful Enchanter · Thus, in your obscurity you may find your way to his lair before he knows the mortal danger you pose ·

:Four spells will arm you as you begin your quest· FROTZ shall turn darkness to light· NITFOL shall build a bridge of language to all the animals of the land· GNUSTO writes magic; by it you shall commit spells to your treasured spell book· BLORB is a spell of protection; with it you may guard your most precious possession·

·Never forget, young Enchanter, that magic is your only weapon· By your vows to the Council of Elders you have cast aside the common protections of sword and armor· Therefore you will need many more spells to accomplish your quest· These will be revealed to you· Always be alert·

:Though your way will be harsh and your steps fraught with danger, remember throughout your quest that you are the only hope of this land· We pray that our successors will choose wisely and that you will prove yourself worthy of the title Enchanter· Signed with our mark and cast into the ages...

:The Circle of Enchanters

Instruction Manual for ENCHANTER

Welcome to the world of the Enchanter saga—a world where magic is commonplace, a world where guilds of professional magic-users spend their lifetimes mastering the intricacies of thaumaturgy, a world where great forces of evil must constantly be held at bay.

An Evil Warlock has subjugated the land to his power. All who have opposed him have failed. But many years ago, in another age, the great Elders of the Circle of Enchanters foresaw the possibility of these dreaded occurrences. They realized that no fully accomplished Enchanter could penetrate the Warlock's defenses unrecognized, and knew that the task of freeing the land would fall to a journeyman conjurer.

You have been identified as the Apprentice Enchanter who must save the land from the Warlock.

As a fledgling Enchanter, you have learned your lessons but have not faced all your tests. You possess great power, but in the ranks of necromancers you are a lowly and ignorant person indeed. You have been well trained in the basics of magic, and you will be greatly aided by the spells you know and the spells you will learn. But you must also rely on your powers of observation and quick wits.

If you're experienced with Infocom's interactive fiction, you may not feel like reading this entire manual. However, you should at least read about the use of magic! Also look at the appendix of recognized verbs|; some of the verbs listed are found in all Infocom stories, others are included especially for ENCHANTER. All wizards will want to familiarize themselves with this list.

Table of Contents

An Overview

Interactive fiction is a story in which *you* are the main character. Your own thinking and imagination determine the actions of that character and guide the story from start to finish.

Each work of interactive fiction, such as EN-CHANTER, presents you with a series of locations, items, characters, and events. You can interact with these in a variety of ways.

To move from place to place, type the direction you want to go. When you find yourself in a new location, it's a good idea to become familiar with your surroundings by exploring the nearby rooms and reading each description carefully. (You may notice that ENCHANTER occasionally refers to a location as a "room," even if you are outdoors.) As you explore, it is helpful to make a map of the geography.

An important element of interactive fiction is puzzle-solving. You should think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. Solving puzzles will frequently involve bringing a certain item with you, and then using it in the proper way.

In ENCHANTER, time passes only in response to your input. You might imagine a clock that ticks once for each sentence you type, and the story progresses only at each tick. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turns as slowly and carefully as you want.

To measure your progress, ENCHANTER keeps track of your score. You may get points for solving puzzles, performing certain actions, or visiting certain locations. A perfect score is to be strived for, but of course a true Enchanter is above such mundane considerations and will consult the score only to measure progress toward more worthy goals.

Tips for Novices

1. Draw a map. It should include each location, the directions connecting it to adjoining locations, and any interesting objects there. (See the small sample map that goes along with the sample transcript.) Note that there are 10 possible directions, plus IN and OUT.

2. Examine all objects you come across. Most objects in the story that you can pick up are important for solving one or more of the puzzles you'll run into.

3. Save your place often. That way, if you mess up or get "killed," you won't have to start over from the beginning.

4. Read the story carefully. There are often clues in the descriptions of locations and objects, as well as in labels, engravings, books, and so on. Even strange or dangerous actions may provide clues, and might prove to be fun! You can always save your position first if you want. Here's a silly example:

>GIVE THE MAGIC GERANIUM TO THE WOLF
The wolf considers, for a moment, eating the geranium instead of you.
Then he decides the better of it. He comes closer and closer.

In addition to learning something about the culinary preferences of wolves, you have a clue that perhaps feeding something else (a steak?) to the wolf would be more useful.

5. Unlike other "adventure games" that you may have played, there are many possible routes to the end of ENCHANTER. Some puzzles have more than one solution; other puzzles don't need to be solved at all. Sometimes you will have to solve one puzzle in order to obtain the item(s) or information you need to solve another puzzle.

6. You may find it helpful to go through EN-CHANTER with another person. Different people may find different puzzles easy and can often complement each other.

7. Read the sample transcript to get a feel for how Infocom's interactive fiction works.

8. You can word a command in many different ways. For example, if you wanted to pick up a dusty scroll, you could type in any of the following:

GET SCROLL
TAKE THE SCROLL
PICK UP THE DUSTY SCROLL

In fact, if the scroll is the only takable thing in sight, just typing TAKE would have been enough. But more about that in the next section....

Communicating with ENCHANTER

In ENCHANTER, you type your sentence in plain English each time you see the prompt (>). ENCHANTER usually acts as if your sentence begins "I want to . . . ," although you shouldn't actually type those words. You can use words like THE if you want, and you can use capital letters if you want; ENCHANTER doesn't care either way.

When you have finished typing a sentence, press the RETURN (or ENTER) key and ENCHANTER will process your request. ENCHANTER will respond, telling you whether your request is possible at this point in the story, and what happened as a result.

ENCHANTER recognizes your words by their first six letters, and all subsequent letters are ignored. Therefore, SILVER, SILVERsmith, and SILVERware would all be treated as the same word by ENCHANTER.

To move around, just type the desired direction. You can use the eight compass directions: NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, and SOUTHWEST. You can abbreviate these to N, S, E, W, NE, NW, SE, and SW, respectively. You can use UP (or U) and DOWN (or D). IN and OUT will also work in certain places.

ENCHANTER understands many different kinds of sentences. Here are several examples. (Note that some of these objects do not actually appear in ENCHANTER.)

WALK NORTH
DOWN
NE
GO UP
TAKE THE SPELL BOOK
READ THE SCROLL
LOOK UNDER THE BED
GO OUT
DROP THE NEWT INTO THE POT
EXAMINE THE LARGE RED DEMON
PUSH THE BLACK BUTTON
SHOOT THE DEMON WITH THE LOADED GUN
GIVE THE MAGIC WAND TO THE FROG
LOOK UNDER THE STATUE
READ THE CRUMBLY YELLOW SCROLL

You can use multiple objects with certain verbs if you separate them by the word AND or by a comma. Some examples:

TAKE SWORD AND MAGIC KNIFE
DROP THE SPRIG OF IVY, THE MISTLETOE, AND THE SPOTTED FROG
PUT THE BAT'S FEET AND THE BLUE BUBBLY LIQUID IN THE BOWL

You can include several sentences on one input line if you separate them by the word THEN or by a period. (Note that each sentence will still count as a turn.) You don't need a period at the end of the input line. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

READ THE SCROLL. WRITE ON IT. DROP THE IDOL INTO THE LAKE THEN LOCK THE DOOR THEN GO EAST

The words IT and ALL can be very useful. For example:

TAKE THE SCROLL. READ IT. PUT IT IN THE BOX
CLOSE THE HEAVY METAL DOOR. LOCK IT
TAKE THE SILVER HELMET. SHINE IT. PUT IT ON
TAKE ALL
EXAMINE ALL THE DUSTY SCROLLS
TAKE ALL EXCEPT THE WET EGG AND THE KEY
TAKE ALL FROM THE CABINET
DROP ALL BUT THE PENCIL

The word ALL refers to every visible object except those inside something else. If there were an apple on the ground and an orange inside a cabinet, TAKE ALL would take the apple but not the orange.

If ENCHANTER doesn't understand one of the sentences on your input line, or if something unusual happens, it will ignore the rest of your input line (see "ENCHANTER Complaints").

There are only *two kinds* of questions that ENCHANTER understands: the first is WHO IS (someone), and the other is WHERE IS (something). For example:

WHO IS ENTHARION?
WHERE IS THE SPELL BOOK?

You can use quotes to say something "out loud." For example:

SAY "HELLO"

You will meet other people and creatures in ENCHANTER. You can "talk" to some of these beings by typing their name, then a comma, then whatever

you want to say to them. Here are some examples:

IMP, WHERE IS THE SPELL BOOK?
HENCHMAN, FOLLOW ME
ADVENTURER, KILL THE MONSTER THEN GIVE ME THE SWORD
SQUIRE, GIVE ME THE WAND. CLEAN OFF THE SANDALS

Notice that in the last two examples, you are giving a person more than one command on the same input line.

ENCHANTER tries to guess what you really mean when you don't give enough information. For example, if you say that you want to do something, but not what you want to do it to or with, ENCHANTER will sometimes decide that there is only one possible object that you could mean. When it does so, it will tell you. For example:

> UNLOCK THE DOOR
(with the key)
The door is now unlocked.

If your sentence is ambiguous, ENCHANTER will ask what you really mean. You can answer most of these questions briefly by supplying the missing information, rather than typing the entire input again. You can do this only at the very next prompt. For example:

> SLICE THE SCROLL
What do you want to slice the scroll with?
> THE SCIMITAR
The scroll is reduced to paper dolls.

or

> TAKE THE SCROLL
Which scroll do you mean, the evil enchanted scroll or the lovely vellum scroll?
> ENCHANTED
The evil in the scroll flows inexorably up your arm. It seems to be seeking out your heart!

ENCHANTER uses many words in its descriptions that it will not recognize in your sentences. For example, you might read, "The bright-red sun sets slowly into the horizon." However, if ENCHANTER doesn't recognize the words SUN or HORIZON in your input, you can assume that they are not important to your completion of the story, except to provide you with a more vivid description of where you

are or what is going on. ENCHANTER recognizes over 700 words, nearly all that you are likely to use in your sentences. If ENCHANTER doesn't know a word you used, or any of its common synonyms, you are almost certainly trying something that is not important in continuing your adventure.

Spell Casting

Spells are a way of performing magic. Each spell is known by the one-word name through which the spell can be used. Magic spells usually have a duration and sometimes a delay before they can be used again. Remember: Magic spells are dangerous things, particularly to wizards. Wizards' heightened abilities in this realm carry the penalty of heightened sensitivity to spells cast by others. Sometimes a spell which a mundane person would not even notice will have a profound effect upon you.

As a certified (albeit lowly) wizard, you have a personal spell book, in which you record the spells you are capable of using. Your book contains a few spells before the story begins; others may be added during your travels.

You may find spell scrolls here and there. These are extremely valuable objects. They may be used directly to cast spells, but so doing uses up the spell and scroll permanently, so it is much better to write them into your spell book. Then, you can use them many times.

You may write newly found spells into your spell book by using the GNUSTO spell ("writes magic"), which you learned early in your career. Once a spell is written in your spell book, it may be used again and again. (Some spells are too powerful to be written by a wizard of your limited experience. Such spells may still be used if they are found on scrolls, but the spell will be gone after it is used.)

Reading your book lists the spells you have written, along with their meanings. You might experiment with the spells already in your book to learn their uses.

Before a spell in your book can actually be used, it must be memorized. Only a small number of spells can actually be memorized at one time, and when you use a spell you have memorized, you forget it. You must relearn a spell to use it again. THE SPELLS

command lets you know which spells are memorized and how many times each one has been memorized. (This is helpful because a spell memorized twice may be used twice before being forgotten.)

You can use spells either by saying CAST (the spell's name) AT/ON (something) or, more simply, by saying: (the spell's name) (something). Some spells are so general in application that they require no object—just typing the spell name is enough.

For example, suppose there were a spell named BOZBAR that you had written in your spell book or were carrying on a spell scroll. Both LEARN BOZBAR and MEMORIZE BOZBAR would make the spell available for immediate use. Then BOZBAR HORSE or CAST BOZBAR AT HORSE or CAST THE BOZBAR SPELL AT THE HORSE would all have the same effect: BOZBAR the poor horse.

Starting and Stopping

Starting the story: Now that you know what to expect in ENCHANTER, it's time for you to "boot" your disk. To load ENCHANTER, Refer to Running the Story on your Computer.

Following the copyright notice and the release number of the story, you will see a message which begins the story.

Here are a couple of quick exercises to help you get accustomed to interacting with ENCHANTER. Try typing the following next to the prompt (>):

LOOK AT THE MOUNTAIN

Then press the RETURN (or ENTER) key. EN-CHANTER will respond with:

The mountain is tall and proud, and its shining peak stands above the low-hanging clouds.

Now try typing:

CLIMB THE MOUNTAIN

After you press the RETURN (or ENTER) key, EN-CHANTER will respond:

There's no way up the mountain from here.

Saving and restoring: It will probably take you many days to complete ENCHANTER. Using the SAVE feature, you can continue at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. SAVE puts a "snapshot" of your place in the story onto another disk. If you are cautious, you may want to save your place before (or after) trying something dangerous or tricky. That way, you can go back to that position later, even if you have gotten lost or "killed" since then.

To save your place in the story, type SAVE at the prompt (>), and then press the RETURN (or ENTER) key. Refer to Running the Story on your Computer.

Some computers require a blank disk, initialized and formatted, for saves.

Using a disk with data on it (not counting other ENCHANTER saves) may result in the loss of that data, depending on your computer.

You can restore a saved position any time you want. To do so, type RESTORE at the prompt (>), and press the RETURN (or ENTER) key., Refer to Running the Story on your Computer. You can then continue the story from the point where you used the SAVE command. You can type LOOK for a description of where you are.

Quitting and restarting: If you want to start over from the beginning, type RESTART and press the RETURN (or ENTER) key. (This is usually faster than re-booting.) Just to make sure, ENCHANTER will ask if you really want to start over. If you do, type Y or YES and press the RETURN (or ENTER) key.

If you want to stop entirely, type QUIT and press the RETURN (or ENTER) key. Once again, EN-CHANTER will ask if this is really what you want to do.

Remember when you RESTART or QUIT: if you want to be able to return to your current position, you must first do a SAVE.

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Appendix A
Important Commands

There are a number of one-word commands which you can type instead of a sentence. You can use them over and over as needed. Some count as a turn, others do not. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

AGAIN–ENCHANTER will usually respond as if you had repeated your previous sentence. Among the cases where AGAIN will not work is if you were just talking to another character. You can abbreviate AGAIN to G.

BRIEF–This tells ENCHANTER to give you the full description of a location only the first time you enter it. On subsequent visits, ENCHANTER will tell you only the name of the location and the objects present. This is how ENCHANTER will normally act, unless you tell it otherwise using the VERBOSE or SUPERBRIEF commands.

DIAGNOSE–ENCHANTER will give you a medical report of your physical condition, and will tell you whether you're tired, thirsty, or hungry.

INVENTORY–ENCHANTER will list what you are carrying. You can abbreviate INVENTORY to I.

LOOK–This tells ENCHANTER to describe your location in full detail. You can abbreviate LOOK to L.

QUIT–This lets you stop. If you want to save your position before quitting, follow the instructions in the "Starting and Stopping". You can abbreviate QUIT to Q.

RESTART–This stops the story and starts over from the beginning.

RESTORE–This restores a position made using the SAVE command. See "Starting and Stopping" for more details.

SAVE–This makes a "snapshot" of your current position onto your storage disk. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping"(for more details.

SCORE–ENCHANTER will show your current score and a ranking which is based on that score.

SCRIPT–This command tells your printer to begin making a transcript of the story as you venture onwards. A transcript may aid your memory but is not necessary. It will work only on certain computers. Refer to Running the Story on your Computer.

SPELLS–This command lists the spells you currently have memorized from your spell book.

SUPERBRIEF–This commands ENCHANTER to display only the name of a place you have entered, even if you have never been there before. In this mode, ENCHANTER will not even mention which objects are present. Of course, you can always get a description of your location, and the items there, by typing LOOK. In SUPERBRIEF mode, the blank line between turns will be eliminated. This mode is meant for players who are already very familiar with the geography. Also see VERBOSE and BRIEF.

TIME–This gives you the current time of day in the story. You can abbreviate TIME to T.

UNSCRIPT–This commands your printer to stop making a transcript.

VERBOSE–This tells ENCHANTER that you want a complete description of each location, and the objects in it, every time you enter a location, even if you've been there before. Also see BRIEF and SUPERBRIEF.

VERSION–ENCHANTER responds by showing you the release number and the serial number of your copy of the story. Please include this information if you ever report a "bug" in the story.

WAIT–This will cause time in the story to pass. Normally, between turns, nothing happens in the story. You could leave your computer, take a nap, and return to the story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, you can wait for a specific time, or wait for an event to happen, etc. You can abbreviate WAIT to Z.

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Appendix B
Some Recognized Verbs

This is only a partial list of the verbs that ENCHANTER understands. There are many more. Remember that you can use a variety of prepositions with them. For example, LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT, and so on.

ASK	ESCAPE	LOOK	SHOW
ATTACK	EXAMINE	MAKE	SIT
AVOID	EXIT	MEMORIZE	SLEEP
BRING	FILL	MOVE	SMELL
CAST	FIND	OPEN	STAND
CLIMB	FLY	PICK	STAY
CLOSE	FOLLOW	POINT	TAKE
CONNECT	GIVE	POUR	TELL
CUT	HIDE	PULL	THROW
DESTROY	JUMP	PUT	TIE
DRINK	KILL	RAISE	TOUCH
DROP	KNOCK	READ	TURN
EAT	LIGHT	REMOVE	WALK
ENTER	LISTEN	SEARCH	
ERASE	LOCK	SHAKE	

Appendix C
ENCHANTER Complaints

ENCHANTER will complain if you type a sentence that confuses it completely. ENCHANTER will then ignore the rest of the input line. (Unusual events, such as being attacked, may also cause ENCHANTER to ignore the rest of the sentences you typed, since the event may have changed your situation drastically.) Some of ENCHANTER's complaints:

I DON'T KNOW THE WORD "(your word)". The word you typed is not in the story's vocabulary. Sometimes using a synonym or rephrasing will help. If not, ENCHANTER probably doesn't know the idea you were trying to get across.

I CAN'T USE THE WORD "(your word)" HERE. ENCHANTER knows the word you typed, but couldn't use it in that sense. Usually this is because ENCHANTER knows the word as a different part of speech. For example, if you typed TURN ON THE LIGHT, you are using LIGHT as a noun, but EN-CHANTER might know LIGHT only as a verb, as in LIGHT THE LAMP.

I CAN'T FIND A VERB IN THAT SENTENCE! Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

I COULDN'T FIND A NOUN IN THAT SENTENCE! This usually means that your sentence was incomplete, such as EAT THE BLUE or PUT THE BOOK IN THE.

I FOUND TOO MANY NOUNS IN THAT SENTENCE. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE, which has three noun "phrases," one more than ENCHANTER can digest in a single action.

I BEG YOUR PARDON? You pressed the RETURN (or ENTER) key without typing anything.

I CAN'T SEE ANY (object) HERE. The object you referred to was not accessible to you. It may be somewhere else, inside a closed container, and so on.

I CAN'T USE MULTIPLE (IN)DIRECT OBJECTS WITH "(your verb)." You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) or the word ALL only with certain verbs. Among the more useful of these verbs are TAKE, DROP, and PUT. An example of a verb that will *not* work with multiple objects is EXAMINE; you couldn't say EXAMINE ALL or EXAMINE THE BOWL AND THE SWORD.

I DON'T UNDERSTAND THAT SENTENCE. The sentence you typed may have been gibberish, such as TAKE ROPE WITH READ. Or, you may have typed a reasonable sentence but used a syntax that EN-CHANTER does not recognize, such as WAVE OVER THE MOUNTAIN. Try rephrasing the sentence.

Appendix D
Sample Transcript and Map

This transcript is not from ENCHANTER, but it does show most of the usual things you can do in the story. It contains several simple puzzles and their solutions, and it will give you a good idea of how Infocom's interactive fiction works. The player's sentences appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript as you might have drawn it.
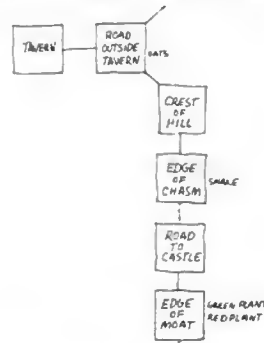
Tavern
This is a dimly lit tavern, in fairly shabby condition, smelling of strong spirits and unbathed men. A swinging door leads out to the east. A drunk is sitting at a table, watching you through half-closed eyes.

>INVENTORY
You are carrying:
a spell book
a silver coin
a pouch

The drunk stands and lurches over to you. "Spare a coin for a hungry man?" he asks, his ale-laden breath fouling the air around you.

>GIVE THE SILVER COIN TO THE DRUNK
"Thanks, chum." The drunk reaches into his tattered cloak. "Here, take this magic scroll. I used to be a magic user, but I couldn't make the grade. Hope you'll have more luck than me." He hands you the scroll.

>READ IT
The scroll reads "bozbar spell: cause an animal to sprout wings."

"Another pint of ale!" cries the drunk, flipping the silver coin to the bartender.

>GNUSTO THE BOZBAR SPELL
Your spell book begins to glow softly. Slowly, ornately, the words of the bozbar spell are inscribed, glowing even more brightly than the book itself. The book's brightness fades, but the spell remains! However, the scroll on which it was written vanishes as the last word is copied.

>DRUNK, WHERE IS THE WARLOCK?
"He lives in the castle beyond the wide chasm to the south. At least, that's what I've heard." He looks about furtively, a great fear blazing in his eyes.

>OPEN THE DOOR
Being swinging doors, they swing open and then immediately close again.

>EAST
Road Outside Tavern
There is a horse here, munching on a pile of oats.

>GET ON THE HORSE
You are now on the horse, holding the reins.

>LOOK
Road Outside Tavern, on the horse.
The road winds here, leading northeast and southeast. A seedy tavern lies to the west. There is a pile of oats here.

>TAKE PILE OF OATS
You can't reach them from the horse!

>STEER HORSE SOUTH
Using the reins, you bring the horse about to face the south.

>KICK THE HORSE
The horse is too well trained to gallop off the road into the thick woods. It rears back on its hind legs, whinnying in confusion.

>STEER HORSE SOUTHEAST
Using the reins, you bring the horse about to face the southeast.

>KICK HOSE
You can't see any hose here.

>KICK HORS

I don't know the word "hars."

>KICK HORSE
The horse begins trotting along the road at a brisk trot. A new section of road comes into view...
Crest of Hill, on the horse.
The road crosses the top of a ridge here, sloping downwards to the south and the northwest.

>STEER HORSE SOUTH
The horse turns southward, still traveling at a brisk trot. A new section of road comes into view...
Edge of Chasm, on the horse.
The road ends suddenly at a wide chasm. The road leads upward to the north, and you can see it continuing on the southern side of the chasm. Lying in a tight coil at the edge of the chasm is a hissing snake.

>HORSE, WHOA
The horse pulls to a stop, scant feet from the edge of the chasm!

>READ THE SPELL BOOK
My Spell Book
gnusta spell: write a magic spell into your spell book
frotz spell: cause an object to give off light
urbzig spell: turn a dangerous object into a harmless one
lobal spell: sharpen hearing
bozbar spell: cause an animal to sprout wings

>SPELLS
The gnusta spell is yours forever. Other than that, you have no spells memorized.

>LEARN BOZBAR AND URBZIG
bozbar spell: Using your best study habits, you commit the bozbar spell to memory.
urbzig spell: Using your best study habits, you commit the urbzig spell to memory.
"Hsssss!!!" The snake coils tighter, as though preparing to strike the horse.

>CAST THE URBZIG SPELL ON THE SNAKE
The snake is replaced by a clump of daffodils.

>BOZBAR THE HORSE
A pair of handsome brown wings suddenly appears on the horse's powerful shoulders. The horse turns in a complete circle, a look of puzzlement on its face.

>KICK THE HORSE
The horse gallops toward the chasm and over the edge! It begins plummeting into the chasm, toward sharp rocks below! Then, slowly at first but with increasing sureness,

the horse begins beating its powerful wings. You rise majestically through the air, sailing gracefully across the chasm. The horse lands gently on the far side, resuming its brisk trot...
Road to Castle, on the horse.
You are at the southern edge of a wide chasm. A road leads southward toward a castle of black stone.

>WAIT
Time passes...
The horse continues trotting briskly along the road...
Edge of Moat, on the horse.
The black castle looms on the other side of the moat. The drawbridge is closed, and the moat looks unswimmable. A green plant is growing near the edge of the moat. A red plant is growing near the edge of the moat. The horse, sensing the evil ahead, halts at the moat and snorts wildly.

>GET OFF THE HORSE
You are now on your own feet.

>I
You are carrying:
    a spell book
    a pouch

>EXAMINE THE POUCH
The pouch has some writing on it and is currently closed.

>OPEN IT
Opening the pouch reveals a quantity of magic dust.

>READ IT
You can't read a quantity of magic dust!

>READ THE POUCH
The pouch reads "magic dust: world's most potent fertilizer."

>EXAMINE PLANT
Which plant do you mean, the green plant or the red plant?

>GREEN
It looks like a bornibus viltus, a simple and harmless vine. It appears to be newly sprouted.

>SPRINKLE MAGIC DUST ON THE GREEN PLANT
The green plant begins growing at a tremendous rate, shooting long grasping tendrils across the moat, and growing right up the side of the black castle. The plant has now become a living bridge, which you can climb up to cross the moat.

>EXAMINE THE RED PLANT
It looks like a specimen of flombus digestus, the dangerous man-eating plant. Fortunately, this is a very tiny specimen.

>SPRINKLE MAGIC DUST ON THE RED PLANT
The red plant begins growing at a tremendous rate. It sprouts giant red pods, large enough to engulf you! (They do so.)

•••You have died•••

You awake to see Haffibor, the Guild physician, bending over you. "You'd better be more careful," she admonishes. "This is the second time you've gotten killed. I overheard some members of the Circle say that if you die once more, they won't waste another magic spell reviving you." You slip back into unconsciousness again, and when you awake you find yourself outdoors...
Beginning of Road

>SOUTHWEST
Road Outside Tavern
There is a pile of oats here.
A drunk is sleeping at the edge of the road.

Appendix E
Quick Reference Guide

1. To start the story ("boot up"),
   Refer to Running the Story on your Computer.

2. When you see the prompt (>) on your screen, ENCHANTER is waiting for your input. There are four kinds of sentences or commands that ENCHANTER understands:

   A. Direction commands: To move from place to place, just type the direction you want to go: N (or NORTH), E, S, W, NE, SE, NW, SW, U (or UP), D, IN, OUT.

   B. Actions: Just type whatever you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW or MEMORIZE THE BOZBAR SPELL. Once you're familiar with simple commands, you'll want to use more complex ones as described in "Communicating with ENCHANTER".

   C. Commands given to other characters: To talk to characters in the story, type their name, then a comma, then what you want to say to them. For example: ADVENTURER, GIVE ME THE AXE or OLD MAN, GO WEST.

   D. Special one-word commands: Some one-word commands, such as INVENTORY or DIAGNOSE, give you specific information or affect your output. A list of these appears in the "Important Commands".

3. Important! After typing your sentence or command, you must press the RETURN (or ENTER) key before ENCHANTER will respond.

4. On most computers, your screen will have a special line called the status line. It tells you the name of your current location, your score, and the number of turns you have taken.

5. You can pick up and carry many of the items you'll find in the story. For example, if you type TAKE THE FLASK, you will be carrying it. Type INVENTORY to see a list of the items you are carrying.

6. When you want to stop, save your place for later, or start over, read the "Starting and Stopping" section.

7. If you have trouble, refer to the specific section of the manual for more detailed instructions.

Appendix F

Running the Story on Your Computer
This tells you how to run your Inform story on your computer, and provides a few other handy bits of information.

WHAT YOU NEED
IBM PC AND COMPATIBLES
Required - computer running MS-DOS (version 2.0 or higher)
192 kbytes of RAM
blank disk or hard disk (for your play disk)
Optional - printer (for SCRIPTing)
blank formatted disk (for SAVEs)

ATARI ST
Required - Atari ST series computer
Optional - blank 3.5" disks (for SAVEs) compatible printer (for SCRIPTing)

COMMODORE AMIGA
Required - Amiga computer
Optional - 256 K memory expansion cartridge (for faster execution)
extra 3.5" double-sided disks (for SAVEs)
compatible printer (for SCRIPTing)

MAKING A BACKUP COPY
We recommend that you make a backup copy of the original story disk for your personal use. See your hardware manual for instructions on how to make disk copies. Put the original away in a safe place and always use the copy as your regular play disk.

LOADING THE STORY
IBM PC
One Drive or Two Drive System
1. Insert the play disk (this is the disk you made in the previous section) in drive A or your only drive) and turn on the computer.
2. Press <RETURN> twice or until you are at the DOS drive prompt (>).
3. Type in the title of your story (for example ZORK) or the first eight letters of it. Do not include spaces between two word titles (e.g., HITCHHIKER'S GUIDE TO THE GALAXY would be HITCHHIK). At this point you might also want to use one or more of the optional command line switches (see section on Command Options - switches) that are available.
4. Press <RETURN> In a few moments the story will begin. If it fails to appear consult the Troubleshooting section.
Hard-Drive System
1. Turn on the computer.
2. Connect to the directory into which you copied the files from the original story disk.
3. Type in the title of the story (e.g., ZORK) or the first eight letters of it. Do not include spaces between two word titles (e.g.,HITCHHIKER'S GUIDE TO THE GALAXY would be HITCHHIK). At this point you might also want to use one or more of the command line switches that are available.
4. Press <RETURN>

ATARI ST
Turn on your Atari ST and wait for the desktop to appear. Insert the story disk and open the disk window. Click once with the mouse on the program (.PRG) icon to select it, then choose OPEN from the File menu. A standard shortcut is to double-click on the program icon.

COMMODORE AMIGA
THE AMIGA INFOCOM STORY DISK IS NOT AUTOBOOT AND REQUIRES WORKBENCH TO RUN
Turn on the Amiga, insert Workbench disk at Workbench prompt and wait for thw Workbench to appear. Insert the story disk and open the disk window, then double-click on the story icon.

The story can also be started from within the Command Line Interpreter (CLI). If the default drive and directory are not the same as the stories, they must be changed with the "CD" command (for example, CD df1:) Then type in the story name.

TALKING TO THE STORY
Whenever you see the (>) prompt, the story is waiting for you to enter a command. If you make a mistake use the backspace key to erase the error. After you have typed your command, press <RETURN>. The story will respond and the prompt (>) will reappear.

If a description will not not fit on the screen all at once, [MORE] will appear at the bottom of the screen. After reading the screen, press any key to see the rest of the description.

THE STATUS LINE
At the top of the screen is an area reserved for the status line. This area is used to display your present location in the story and it is updated after each move. The status line may also display (depending on the game) various other types of information including score, total moves, time, or character attributes.

SCRIPTING
You can use the SCRIPT command to print out a transcript of your moves in the story. The SCRIPT function is an optional feature which is not necessary to complete the story and may not be available with certain hardware. The transcript can be started at any point during the game.

Scripting Procedure
Check to see if your printer is ready and has paper, then type: SCRIPT <RETURN>. A message will appear asking you whether you would like to SCRIPT to a printer or to a file. If you want to use a printer just press <RETURN>.
IBM PC ONLY - To save the transcript to a disk file, enter a legal DOS file name and press <RETURN>. Remember, there is no output to the printer when you elect to write the transcript to a disk file.
COMMODORE AMIGA ONLY - If a problem occurs with the printer, the story will "timeout" (appear to hang) for 30 seconds or so, then a printer error message will appear. If you don't correct the problem before the 30 seconds are up, scripting is automatically cancelled. To stop the transcript type UNSCRIPT.

SAVING/RESTORING A STORY POSITION
You can save your current story position to any disk in any drive, space permitting. No other data on the save disk will be affected. You must use a previously formatted save disk.

IBM PC
1 Type: SAVE <RETURN>. A message will appear similar to this: Enter save file name. (Default is A:STORY.SAV);
2. Enter a new file name (legal DOS please) or use the default provided. You may also specify a new default drive along with the file name. If no drive is specified in the default message, and you don't specify one, the Save will be made to the drive you are currently using. If you want to use the default just press <RETURN>.

When the save is finished the story will respond with a message such as COMPLETED. If it responds with FAILED, consult the Troubleshooting section.

Initial default file name (the one displayed the first time you type SAVE) is always "STORY".SAV. Whenever you enter a new file name, it becomes your default if the SAVE succeeds. For your convenience, SAVE and RESTORE share the same defaults.

ATARI ST
Using a Single Drive

Type SAVE at the prompt (>). The standard Atari ST dialog box for selecting files will be displayed. The directory in which your save will be stored (including drive identifier) appears near the top of the box.

If you want to SAVE to the story disk itself, simply choose a file name under which to save your position and type it into the selection area. It is not necessary to type ".SAV" after the name, this is added automatically.

To use a different save disk, remove the story disk from the drive and insert the new disk. IMPORTANT: You must click with the mouse on the shaded "title bar" area of the inner directory window to display the directory of the new disk.

After typing in the file name, click on the OK button, or press the RETURN key. If you want to cancel the save operation, click on the CANCEL button. The disk drive will spin for several seconds, and if all is well, the story will eventually respond:

OK

If it responds:

FAILED

consult the Troubleshooting section. After saving your story position, you may continue the story.

Using Multiple Drives

If your save disk is in a different drive from the story disk, the save procedure is identical to using a single drive except that you must change the second drive by changing the directory specification (the line near the top of the dialog box). When the dialog box appears, edit the directory specification so that the drive letter corresponds to the drive containing your save disk. IMPORTANT: You must click with the mouse anywhere INSIDE the inner directory window to display the directory of the save disk.

The following keys are useful for editing items in the file selection box:

- up and down cursor keys - select item to edit.
- left and right cursor keys - position cursor within item.
- backspace and delete keys - erase the character before or after the cursor.
- ESC key - erase the whole item.

Restoring a Saved Story Position

To return to a previously saved story position, type RESTORE at the prompt (>). A standard dialog box will appear, showing a list of your saved positions on the indicated disk. If there are more save files on the disk than will fit in the window, the scroll bar becomes active. If you want to restore from a different disk, change disks to described in Section on SAVING. Click once over the name of the position you want to restore, then click on the OK button, or press the RETURN key. If you want to cancel the restore operation, click on the CANCEL button.

COMMODORE AMIGA

1. Type SAVE at the prompt (>). A message will appear asking you to choose a name for the save file.

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2. If you want to SAVE to the story disk itself, just enter a file name and press RETURN.

3. If you want to SAVE to another disk, you must prefix the file name with either the name of the second disk (e.g., Saves:) or the name of the drive containing it (e.g., df0:). The prefix is needed even if the two disks were swapped using a single drive. If the save succeeds, the prefix becomes the default prefix, and need not be typed again for the next save.

The disk drive will spin for several seconds. If all is well, the story will respond:

OK

If it responds:

FAILED

consult the Troubleshooting section. After saving your position, you may continue with the story.

NOTE: The file "Icon.Data" is used to create icons for new save files. If you delete this file, new save files will not have visible icons.

Restoring a Saved Story Position

You can return to a previously saved story position at any time. Type RESTORE at the prompt (>). The most recently saved or restored position will be displayed as the default. Then enter the name of a save file, to in Section on SAVING.

If you want to return to the default position, you can just press the RETURN key.

TROUBLESHOOTING

If the story fails to load properly, or SAVE/RESTORE or SCRIPT fails, check each of the following items.

IBM PC

1. Make sure all connections on your computer are plugged in, connected properly, and that all power switches are turned on.
2. Make sure all disks are inserted correctly and that all drive doors are closed.
3. Inspect all disks for any visible damage.
4. For SAVE problems, make sure the Save disk is not write-protected. Also, make sure the disk has enough room for a Save file (approx. 35k per Save) and that it has been formatted properly. As a last resort, try a different disk.

You can check to see if your game is damaged by using the $VERIFY Command.

Type: $VERIFY at the story prompt (>) and press <RETURN>. If your story is currently frozen (ie. you are unable to type from the keyboard) you will have to reboot the disk, restart the story, and then type $VERIFY.

After you successfully issue the $VERIFY command the disk will spin for approximately a minute and then a message, similar to one of the following will appear

GOOD - The disk has not been damaged and the data is intact. If you are having problems, they are most likely hardware related. It is also possible that there is a bug in the program.

NO GOOD - This indicates that the data on the disk is damaged. Repeat the $VERIFY procedure several times. If possible, repeat the $VERIFY procedure on another computer. If the game ever replies positively, the data is intact and you must look elsewhere for any problems you are encountering.

All disk and printer errors are handled within the story. If you encounter an error message you will be given the option to A (abort) or R (retry). In most cases choosing Abort will not throw you out of the game and cause you to lose your position. However, if you get an error message

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when the game is either Restoring or reading information from the disk (a probable indication of a damaged disk) choosing Abort will throw you back into DOS. In this case consult the section on Troubleshooting.

ATARI ST

1. Inspect all disks carefully for any visible damage.
2. For SCRIPTing, make sure the printer is connected properly, enabled for printing, not out out of paper, etc.
3. Try again: the problem may be only momentary.

If you continue to experience problems, follow this procedure. Reboot the diskette. When the initial screen is displayed, type $VERIFY at the prompt. The disk drive will spin for a minute or less and one of the following messages will appear.

1 "DISK CORRECT." The disk has not been damaged and the data is intact. The problem may be with your hardware, probably the disk drive. It is also possible the program contains a bug.

2. "DISK FAILED" or "DISK READ ERROR." This reply indicates either hardware trouble or disk damage. Repeat the $VERIFY process several times. Also try $VERIFY on another computer. If the story ever replies "DISK CORRECT", the data is intact. If you repeatedly get an internal error message on more than one computer, the disk has most likely been damaged.

COMMODORE AMIGA

1. Inspect all disks carefully for any visible damage.
2. For SAVEs, make sure the save disk is not write-protected (the small opening in the corner of the disk should be covered).
3. For SCRIPTing, make sure the printer is connected properly, enabled for printing, not out of paper etc.
4. Try again; the problem may only be momentary.

If the story produces an error message, run the following procedure: Restart the story. When the initial screen appears, type $VERIFY and press the RETURN key. The disk drive will spin for a minute or so, and a message similar to one of the following will appear.

1. "DISK CORRECT." The disk has not been damaged; the data is intact. This may indicate a problem with your hardware (usually with the disk drive). It is also possible the story contains a bug.

2. "DISK FAILED" or "DISK READ ERROR." This reply indicates either hardware trouble or disk damage. Repeat the $VERIFY process several times. Also try the $VERIFY process on another computer. If the story ever replies "DISK CORRECT," the problem is in your hardware. If you repeatedly get an error message on more than one computer, the disk has most likely been damaged.

COMMAND OPTIONS (switches) - IBM PC ONLY

You may issue command options, by using switches, when you load the story. The switches allow you to tell the story extra information about the hardware you are using and how you want the story to be displayed on your computer's screen.

Switches are entered at the same time and on the same line as the story title when you load the story. They are all entered in the form "title" / command / (e.g. HITCHHIK/r <RETURN>) with a space between the story title and the /.

Here is a list of switches which you may use.

Display Switches

In most cases, your story will be displayed to the most efficient and aesthetic manner possible. However, because of numerous types of hardware configurations and the different graphics characteristics of each story plus

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your own wants in terms of how the story display should look, you might try the following options:

/c - selects colour output provided colour compatibility and a colour monitor are available. The /c switch also allows you to select foreground and background colours after the switch (e.g. /c71 gives white on blue, which is the default). Refer to the system documentation for numbers to use.

/m - prohibits colour input. This is the default on machines without colour capability.

Other Switches

/p - If SCRIPTing to the printer isn't working well, type UNSCRIPT, SAVE your position, and quit the story. Then reload the story using the /p switch and try SCRIPTing again.

/f - Disables the UNDO feature to stories that use it. This switch is useful on machines with 256 kbytes or less of memory in the sense that it frees some memory (but disables a useful feature) thereby giving you somewhat faster game play. The UNDO feature is automatically disabled if there is not enough memory to support it. Machines with more than 256k will have enough memory to load the entire game with the UNDO feature, in which case the speedup is negligible.

/k - allows you to specify how much memory the story can use in kbytes. (e.g., /k128) Normally it uses as much as it can get. This switch might be useful if you think that the story is affecting or being affected by other memory resident programs that you have loaded.

COLOUR DISPLAY - ATARI ST ONLY

If you are using a colour monitor, you can change the colours used in the display. At the prompt (>), hold down the SHIFT key and use the four cursor keys to cycle through the available combinations.

If you are using a monochrome monitor, you can reverse the video in the same way.

AMIGA PREFERENCES - AMIGA ONLY

Several aspects of the story presentation can be changed using the Amiga Preferences tool, including text size (60 or 80 columns) and colour. The size can be changed only before the story is started. You also use Preferences to specify your type of printer and the port to which it is connected. The Amiga supports both parallel and serial devices.

MEMORY USAGE AND MULI-TASKING
- AMIGA ONLY

On a multi-tasking computer such as the Amiga, tasks must share the available memory. Some tasks may require that a certain amount of free memory be available at all times. Also, actions like opening, resizing and hiding windows can temporarily require large amounts of memory.

When the Infocom story loads, it will always leave a specified amount of memory free. The default minimum amount is 64 Kbytes. This can be changed by starting the story from the CLI with a special argument of the form "F/n," where n is the new minimum number of bytes to leave free (for example, Zork F/32000). If you supply an argument, memory use statistics will be displayed when the story loads.

You may need to increase the amount of free memory if, for example, you are running several tasks and switching between them fails or causes the system to hang. On the other hand, you can probably decrease free memory if you are running only the story. This may reduce or eliminate disk activity on versions of the Amiga with limited memory

Appendix G
About the Authors

Marc Blank. A graduate of MIT and the Albert Einstein College of Medicine, Marc has been involved in writing interactive fiction since its formative period in the late 1970s. Co-author of the original mainframe version of ZORK® in 1977, he was instrumental in laying the groundwork for the appearance of interactive fiction on personal computers in the early 1980s. He is co-author of ZORK I, ZORK II, ZORK III, and ENCHANTER, and is sole author of DEADLINE™ the first interactive mystery. His continuing work in interactive technologies in large part made Infocom's name synonymous with interactive fiction. His mother still wishes he would practice medicine.

Dave Lebling. Dave Lebling was born in Washington, D. C. and grew up in suburban Maryland. He attended the Massachusetts Institute of Technology, and worked at MIT's Laboratory for Computer Science, where he developed an interest in computer entertainments. He was a co-author of the original mainframe ZORK. He has co-authored ZORK I, ZORK II, ZORK III, and ENCHANTER, and written STARCROSS™ and SUSPECT™ on his own. He is married and lives in a suburb of Boston, where his appetite for the printed word is restrained only by the volume of his house.

NOW THE ONLY LIMIT IS YOUR IMAGINATION ...

Classic Infocom Interactive fiction is back
- at an irresistable price.

ZORK I - The great underground empire beckons you into a world fraught with danger and discovery. Using all the cunning you can muster, you'll plunge far below the surface of the earth in search of the incomparable treasures of Zork. In this, the original Infocom adventure, you'll come face to face with creatures so outlandish they defy description. And you'll wander through an underground domain so vast, with so many twists and turns, that it will offer you new surprises no matter how many times you explore it.

PLANETFALL - 'Join the Patrol and see the Galaxy'. You took the poster's advice and marched into the recruitment station near your home on the backwater planet of Gallium. PLANETFALL teleports you 100 centuries into the future, onto a Stellar Patrol ship where your rank is Ensign 7th class - about as low as you can go. But then the ship explodes, and you are jettisoned onto a world plagued by floods, pestilence and a mutant Wild Kingdom. Luckily, you are accompanied by Floyd the mischievous robot - who might help you find the secret to saving it...

WISHBRINGER - A postal clerk in the seaside village of Festerton, you set out to deliver an envelope to Ye Olde Magick Shoppe. Familiarity reigns until an old woman in the shop persuades you to help find her kidnapped cat. Then your world takes on the dimensions of a nightmare, where trolls guard bridges, goldfish become piranhas, vultures spy on you, ghosts haunt the cemetery and your little post office becomes a fortress-like tower. You'll want to use The Wishbringer, a magical stone embued with wishes, again and again as you confront unusual creatures - and finally, The Evil One.

LEATHER GODESSES OF PHOBOS - A hilarious spoof of 1930s pulp science fiction, you're kidnapped by the evil Leather Godesses. They take you back to Phobos as an experimental subject, while preparations continue to turn earth into their private pleasure playground. Playing the role of a male or female, you'll embark on a bawdy, rousing and very amusing romp across the solar system. With three 'naughtiness levels', the game will please everyone - from the lewd to the crude.

HITCHHIKER'S GUIDE TO THE GALAXY - Written by Douglas Adams, the author of the radio series, book and TV series of the same name, this is the most mind-bogglingly hilarious game ever produced by Infocom. Mr Adams wrote new material and designed problems specially for this interactive story, which follows the plot of the original (with one or two deviations!). As the story begins, you are Arthur Dent, and a bulldozer is about to level your house. Grab a pint of bitter and join Ford Prefect, Trillian, Zaphod Beeblebrox and Marvin the Paranoid Android on a cosmic jaunt into the regions where anything can - and does - happen. And don't forget your towel!

ZORK II - Expect the unexpected when you take on Zork II: The Wizard of Frobozz. As you explore the subterranean realm of Zork, you'll continually be confronted with new surprises. Chief among these is the Wizard himself, who'll constantly endeavour to confound you with his capricious powers. But more than that, you'll face a challenge the likes of which you've never experienced before.

ZORK III - Zork III: The Dungeon Master draws you into the deepest and and most mysterious reaches of the Great Underground Empire. Nothing is as it seems. And the one responsible for the shadow and darkness - the Dungeon Master - embodies the greatest mystery of all. In this test of wisdom and courage, you will face countless dangers. But what awaits you at the culmination of your odyssey is well worth risking all.

SORCERER - The second in the Enchanter series takes you on a magical tour through the darker side of Zorkian enchantment. Your journey begins with a cryptic diary - the last trace of the now-vanished Belboz the Necromancer, grand and powerful leader of the Guild of Enchanters. It is feared that Belboz is in thrall to evil sorcery. If so, the freedom of the land and the very existence of the Circle of Enchanters could be forfeit. To rescue the kingdom and locate your mentor in the treacherous mists of Time, you must gain the powers and cunning of a true sorceror.

DEADLINE - Deadline pits you, the chief of detectives, against a 12 hour time limit in this classic locked door mystery. A wealthy industrialist is dead of a drug overdose and you've been called in to determine whether it's suicide or murder. To learn whodunit, you must sift through a myriad of clues and motives. No easy feat, for all six of your suspects exercise free will - coming and going, scheming and manoeuvring independently of your actions. And some of these personalities are so treacherous that, should you make the wrong move, one of them may do you in.